Black Tokyo Legends

Spells and Gods of the Tatakama

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Written by Chris A. Field

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Fully compatible with the PFRPG.

About the Cover

Due to the explicit nature of this release, the 3.5 OGL Logo designed by Louis Porter Jr. has been used.
This product is fully compatible with the 3.5 OGL and the most popular, currently published version of that rule set.

Black Tokyo and the Tatakama

The concepts presented here had their origins in Black Tokyo, a guide to playing hentai inspired horror/adventure using the *D20 Modern* ruleset.
This sourcebook deals with unique and unsettling spells, on the far side of the dimensional barrier that separates the endless twilight of the Tatakama from the skyscrapers and bullet trains of Black Japan.

The Tatakama is a place of wonder and horror.

The Tatakama is a place where sex is power, where perversity and passion are paths to enlightenment. The Tatakama is a world where witches summon monsters made from their own shit, where priestesses resurrect the dead with a sexual rite. The Tatakama is a twilight world hanging somewhere in the endless branches of the Great Universal Tree, a distorted, shadowy reflection of Edo-period Japan. The Tatakama is a cold, dim world stalked by demons and protected by heroes…sometimes by the most unlikely or ill-suited heroes in all the multiverse.

The Tatakama is a place of wonder and horror.

This sourcebook describes some of those wonders and horrors. Inside, you'll find 50 new spells that explore the themes of the Tatakama. These new spells transform the body and its desires into weapons. These new spells draw upon blood and cum and shit, tapping powers that mystics in other realms never think to exploit. Inside, you'll also find information on the faiths of the Tatakama. Detailed for the first time are the Tatakama's gods, goddesses and most infamous *oni lords*.

Turn the page and find out exactly what wonders and horrors the Tatakama holds for you….

Zero Level Spells

- Bloodless Birth (deliver a child without pain or injury)
- Comfortable Act (enjoy sex with creatures regardless of size or anatomy)
- Draw Forth Menses (instantly draw out menstrual blood)
- Impudent Little Tongue (stick out your tongue to give all allies a new WILL save against compulsion effects)
- Lustglimmer (a glow around those who are attracted to you provides you with a +1 luck bonus on social skill checks)
- Pantysoak (female recipient casts water spells at +1 caster level for one round)

- Pretty Orgasm (ritualized masturbation makes illusion spells more potent when cast within a small area)

First Level Spells

- Akaname's Lantern (illuminate and make the walls around any urinating or defecating creature transparent for a few rounds)
- Animated Tattoo (moving magical tattoo can attack at your command, deals 1d6 plus your casting ability score modifier points of damage)
- Demean (self loathing target suffers a -10 penalty on CHA-based checks and -5 penalty on WILL Saves involving self worth)
- Night's Lust (imperceptible glow grants a +10 bonus on CHA-based skill checks when perceived by darkvision)
- Orgasmic Instrument (roll both Perform (erotica) and Perform (instrument) and take the best result for a sexy, lewd performance)
- Quick Cum (forced orgasm *stuns* victim for one round)
- Vacate Bowels (forced defecation *stuns* victim for one round)
- Voyeuristic Hallucination (illusions depict the last creatures to have sex on a piece of furniture)

Second Level Spells

- Abortive Kimono (temporarily enchant a white kimono to absorb an unwanted fetus)
- Bowels to Bowels (absorb feces from another creature, gaining the ability to cast Acid, Earth or Skatto spells at +1 caster level, but your landspeed is reduced)
- Pass Pregnancy (transfer a pregnancy from one willing female to another)
- Sensual Trembling (target is *shaken* for 24 hours or until they have sex)
- Voyeuristic Kimono (temporarily enchant a white kimono to reveal the wearer's sexual history)

Third Level Spells

- Familiar Courtesan (transform your familiar into an anthropomorphic lover)
- Gateway of the Bowels (use shit from fresh corpses to summon an Earth Elemental with *stench*; the creature's size determined by number of corpses present)
- Well Educated Slut (for 24 hours, you gain XP equal to that of overcoming a challenge with CR equal to your total character level - 1 when engaging in consensual sex)

Fourth Level Spells

- Death Anew (corpse briefly returns to life and acts out the last 3 rounds of its existence)
- Honorable Suicide (commit ritual seppaku rather than succumb to a mind-influencing effect)
- Foul Infusion (fill the target's intestines with shit that incapacitates them and possibly causes a bowel rupture)
- Slut Training (Victim suffers at least 100 points of damage unless he or she brings that many people to orgasm within a day)
- Vore (target gains an impressive bite attack and the swallow whole quality for 1 round/ level)

Fifth Level Spells

- Bamboo Disembowelment (bamboo spears appear inside the target's stomach, inflicting 1d4 points of permanent CON loss per 5 caster levels)
- Cannibal Feast (consume a sentient creature to gain its physical attributes)
- Corrupting Tentacles (phantom tentacles inflict random insanity and temporary physical changes)
- Gathering the Female Energy (females masturbate to generate a magical charge that can be used to cast metamagic spells more efficiently)
- Gathering the Male Energy (captured male semen substitutes for expensive material components in future spells)

- Piss Like a Dragon (unleash a stream of acid and fire from your bladder that does more damage, and has greater range, the longer the spell is held)

Sixth Level Spells

- Crucifixion (thorns from the earth crucify a single victim, inflicting 1d2 CON damage per round)
- Devoured from Within (summon a ravenous swarm directly inside a target)
- Duplicate of Filth (create a copy of a creature using its shit as a template. Mindless duplicate has 1 HP per Hit Dice of the duplicated creature)
- Dying World (create a zone where healing is hindered and targets can be convinced to commit suicide with social skills or mind-influencing abilities)
- Red Fantasies (target is helpless for one round, while enduring sick fantasies that are considered to be a willing, evil act that requires *Atonement*)
- Pleasurable Temptation (target is *helpless* with orgasmic pleasure for 1d4+2 rounds, and is Healed if they move their alignment closer to Chaotic Evil)
- Sadistic Dissection (victim suffers 1 point of permanent ability damage per round or may be forced to choose even worse suffering)

Seventh Level Spells

- Blood, Snow and Blossoms (creates a zone of intense cold, where slashing weapons inflict maximum damage on a successful hit)
- Garden of Impalement (bamboo shoots erupt, inflicting 1d8 points of slashing damage per caster level to all targets in a shapeable area)

Eighth Level Spells

- Box of Immortality (target becomes immortal and gains Fast Healing 1 as long as a mystic box remains unopened)
- Restorative Onsen (create a magical hotspring that provides Restoration and Remove Curse as well as a long lasting Protection from Cold effect)

Ninth Level Spells

- Crucifixion, Mass (thorns from the earth crucify multiple victims, inflicting 1d2 CON damage per round)
- Magic Castle (create a massive castle, fortress or pagoda instantly)
- Pulse of Misogyny (creates a massive, expanding zone of shadows which rob women of their class abilities, intellect and supernatural talents)
- Red Fantasies, Mass (one target/level is helpless for one round, while enduring sick fantasies that are considered to be a willing, evil act that requires *Atonement*)
- Sadistic Dissection, Mass (one victim/level suffers 1 point of permanent ability damage per round or may be forced to choose even worse suffering)

New Spells of the Tatakama

Abortive Kimono

School necromancy
Level alchemist 2, cleric 2, sor/wiz 2
Casting Time One standard action
Components V, S, Focus (a snow white silk kimono worth at least 25 gp)
Range touch
Duration 1 hour/level or until discharged
Saving Throw FORT negates **Spell Resistance** Yes

When this spell is cast, it anchors its power to a silk kimono- the fabric feels unnaturally warm, like fevered skin, and slightly damp. If the kimono is donned by a pregnant female of the humanoid, monstrous humanoid or giant types before the spell's duration ends, the spell snaps shut like a bear trap.

If the woman fails her FORT save (or voluntarily waives it), the pregnancy ends, and what would have been the child is transformed into a dark

image dyed into the kimono's fabric. This hauntingly detailed black and crimson image depicts two animals locked in a strange struggle or even stranger embrace, one animal representing the Junishi month of the fetus' conception, and the other, the expected Junishi month of its birth. This strangely stained kimono, though haunting, holds no trace of magic once the spell ends.

New Spell Descriptor: Skatto Magic

Skatto (or shit) magic is considered a dishonorable kind of peasant sorcery, first practiced by the Akaname race. Using skatto magic publicly is a great shame, and can cast a member of the following elevated castes their social station: Samuari, Nobility or Imperial Family. Only Burakumin can use skatto magic without fear of social reprisal, because they are already considered as low and honorless as a people can be. The following spells from the PFRPG and Advanced Players Guide can also be considered *skatto* magic, depending on how the GM or player describes the magic.

Accelerate Poison, Acid Arrow, Acid Fog, Acid Pit, Acid Splash, Black Tentacles, Contagion, Cloud Kill, Delay Poison, Desecrate, Feast of Ashes, Ghoul Touch, Grease, Negate Aroma, Neutralize Poison, Poison, Stinking Cloud, Transmute Potion to Poison, Unholy Blight, Vomit Swarm

Akaname's Lantern

School divination (light, skatto)
Level bard 1, sorc/wiz 1
Casting Time One standard action
Components V, S, M (congealed blood from an Akaname)
Range medium burst (100 ft plus 10 ft/level radius)
Duration 1 round/level
Saving Throw None **Spell Resistance** No

When you cast this spell, you send out a rush of yellow air to the spell's maximum range. For the duration of the spell, if any sentient creature is urinating or defecating within the spell's range, that creature is bathed in glowing yellow light. This produces bright illumination in that creature's square. All walls, floors, ceilings and other barriers or immobile obstructions (such as furniture) within 10 ft of the illuminated creature become transparent and remain so for the spell's duration.

Animated Tattoos

School illusion (shadow)
Level alchemist 1, sorc/wiz 1
Casting Time one hour
Components V, S, M (fine inks and bamboo needles worth at least 10 GP)
Range personal
Duration Permanent
Saving Throw WILL partial, See Text **Spell Resistance** See Text

You etch a complex tattoo upon your body that has the ability to move about your body and attack your enemies. This elaborate tattoo often takes the form of dragons, samurai, demons or scenes from nature, such as hunting tigers, waterfalls and raging tsunami. The tattoo's position on your body can change as a free action, and seems somewhat animated- a tattooed dragon writhes, a tattooed waterfall flows swiftly, and so on.

When you choose to use your animated tattoo as a weapon, it is considered a standard attack action. This tattoo uses your BAB plus your relevant casting ability score modifier and has a reach equal to your natural reach. On a successful hit, it deals damage equal to 1d6 plus your casting ability score modifier. Successfully disbelieving the animated tattoo after interacting with it reduces damage to half. Your tattoo is considered a magic weapon for the purpose of overcoming damage reduction.

Bamboo Disembowelment

School transmutation (evil) **Level** druid 5
Casting Time one standard action
Components V, S, M (a sprig of green bamboo, folded into an S-shape and bound with twine)
Range close (25 ft plus 5 ft/2 levels)
Duration instant
Saving Throw FORT partial **Spell Resistance** Yes

Clenching your fist around the bamboo shoot that forms this bloody spell's material focus, you conjure a similar mass of bamboo deep inside the target's viscera. A fraction of a second later, the twine binding the bamboo shoot snaps, and green spears rip through the victim's bowels. The victim of the spell suffers 1d4 points of permanent CON damage per five caster levels (maximum 4d4). If the target makes a successful FORT save, this damage is treated as temporary CON damage instead.

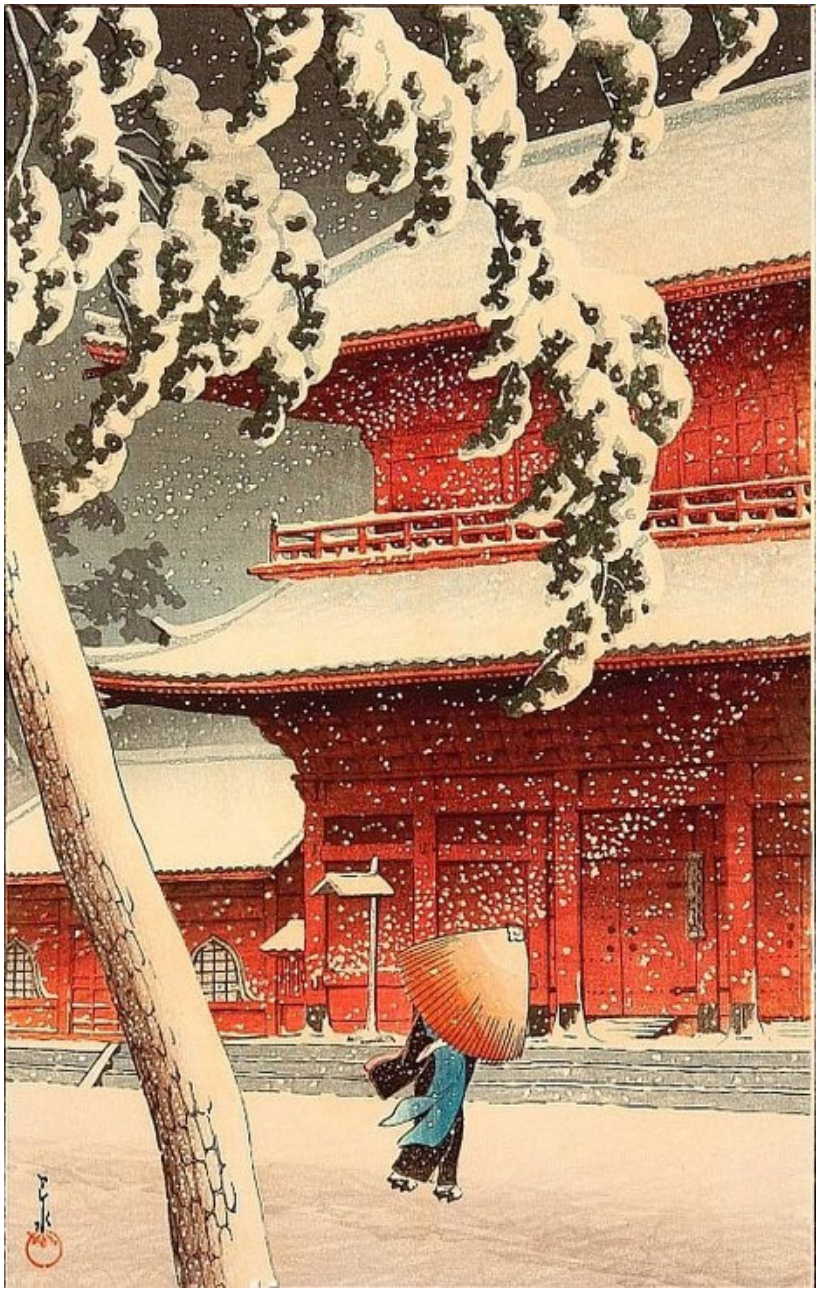
Bloodless Birth

School conjuration (healing)
Level alchemist 0, cleric 0, druid 0
Casting Time one standard action
Components V, S, M (a small bowl of pure water)
Range touch
Duration instant
Saving Throw FORT Negates (harmless) **Spell Resistance** Yes (harmless)

Bathing their fingers in the washing bowl that forms this spell's material component, the caster's fingers gain the ability to pass harmlessly through the belly of a pregnant female. This spell will only function after the female's water breaks and delivery begin, and allows the spellcaster to easily pull the child through the pregnant woman's abdomen without harm. The placenta and afterbirth are delivered vaginally a few minutes later.

Blood, Snow and Blossoms

School transmutation (cold, evil) **Level** sorc/wiz 7
Casting Time one standard action
Components V, S, M (cherry blossoms)
Range close burst (25 ft plus 5 ft / 2 levels radius)
Duration 1 minute / 2 levels
Saving Throw No **Spell Resistance** No



With a sound like ice splintering, this spell creates a zone of cold and beautiful death, where even the strongest warrior can fall to a single sword stroke. This spell creates an unmoving zone centered on the spellcaster.

In this zone, the temperature drops to arctic conditions, exposing targets to extreme environmental cold (1d6 points of lethal cold per minute and make a DC 15 +1 per previous check or suffer 1d4 points of nonlethal damage). Blood red cherry blossom leaves fall through the air, providing all creatures within this zone with partial concealment.

While in this zone all weapons and attack forms that inflict slashing damage are maximized; thus if a sword stroke would inflict 1d8+2 points of damage normally, it would inflict 10 points of slashing damage while in this zone. Critical hits made within this zone inflict maximum possible damage. Sneak attack or precision based damage made with slashing weapons are similarly maximized. Critical hits with slashing weapons also inflict a number of additional points of damage equal to the spellcaster's caster level.
This maximized and additional damage affects all creatures within the zone, ally and enemy alike.

Bowels to Bowels

School transmutation (skatto)
Level alchemist 2, druid 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range touch
Duration one hour (see text)
Saving Throw FORT negates (harmless) **Spell Resistance** No

By pressing your abdomen to another creature's body, you briefly merge into one. Your flesh and muscle melts into the other creature's and your intestines briefly entwine. You absorb the other creature's bodily wastes into yourself. For one hour after absorbing this matter, you cast spells with the Acid, Earth and Skatto descriptors at +1 caster level. If the creature touched has 10 or more Hit Dice, you cast these spells at +2 caster level instead. During this spell's duration, your base land speed is reduced by 10 ft if your speed is 30 ft or more, or 5 ft if your base land speed is 20 ft or less.

During this spell's duration, you can cast a single spell with one of these descriptors as Maximized, without raising the spell's level or increasing casting time, but doing so immediately ends this spell's effect. Using this spell against an unwilling target requires a successful Combat Maneuver check to grapple.

Box of Immortality

School abjuration **Level** sorc/wiz 8
Casting Time one hour
Components V, S, M (a lacquer box of impressive quality, worth at least 5,000 GP)
Range touch
Duration permanent (see text)
Saving Throw No (harmless) **Spell Resistance** no (harmless)

You bind a creature's old age and eventual death into a box. When this spell is cast, the target immediately ceases to suffer the physical effects of aging. The warded creature has no maximum age, and within 24 hours of the casting of this spell, his or her physical ability scores are returned to what they were as a healthy adult. The warded creature gains Fast Healing 1 as a Supernatural ability.

If the box is ever opened or destroyed, the effects of this spell immediately end. The warded creature's Fast Healing is lost, and he ages one year per minute, until his physical age and chronological age again match, which may quickly kill the creature.

The Box of Immortality has Hardness 10 and 40 Hit Points. If opened by any creature other than the warded owner of the box, it requires a DC 18 STR check to pry the lid open. The box's owner can lift the lid easily, as can the owner's spouse or designated heir (if any).

Cannibalistic Feast

School transmutation (evil)
Level cleric 5, druid 5, sorc/wiz 5
Casting Time one minute
Components V, S, DF/M (rare spices and sake worth at least 100 gp)
Range touch
Duration 1 hour
Saving Throw FORT negates (harmless) **Spell Resistance** No (harmless)

When this spell is cast, mystical flames sear the body of a recently slain sentient creature; odors that are both disturbing and delightful fill the air. This spell can only affect creatures with an INT score of 3+; when this spell is cast, it enchants the corpse or

carcass, making it safe for any creature to eat regardless of its previous qualities. Those eating the flesh of the prepared corpse gain some of its powers.

For the duration of the spell the diner (s) receive the following benefits.

- A +1 enhancement bonus to their STR score for each point above 20 of the corpse's STR score
- Two (2) temporary HP per Hit Die of the corpse
- The ability to use any Extraordinary abilities, subject to the same limitations (if) any of the corpse for the duration of the spell
- A natural armor bonus equal to the corpse's, if any.

Up to four diners can share a corpse of Medium size or smaller, with two additional diners fed for each size category past Medium of the corpse. The corpse used in this spell cannot be *raised* from the dead. It must be returned to life by *resurrection* or more powerful magic.

Comfortable Act

School transmutation **Level** alchemist 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration one day
Saving Throw None (harmless) **Spell Resistance** No (harmless)

This simple, lustful spell is a favorite of perverse adventurers and xenophiles. The spellcaster joins hands with the subject (s) of this spell; multiple creatures, as many as one per caster level, can join hands to all share the benefit of this spell. For the spell's duration, those affected can comfortably enjoy sexual intercourse together, regardless of the creature's size or any quirks of anatomy.

Corrupting Tentacles

School enchantment (compulsion, mind-affecting, chaotic) **Level** sorc/wiz 5
Casting Time one standard action
Components V, S, M (hallucinogenic mushrooms or roots)
Range medium (100 ft plus 10 ft/level)
Effect all creatures in a 15 ft radius
Duration 1 minute/level
Saving Throw WILL Negates **Spell Resistance** Yes

The spell conjures a squirming mass of incorporeal purple tentacles which appear to writhe around everything within the area of effect. The tentacles remain for 1 minute per level of the caster. Those within the area of effect must make a WILL Save each round they are within it or suffer from temporary physical mutation and/or insanity. All physical mutations caused by the spell (and their benefits and penalties) disappear when the victim leaves the area of effect or when the spell ends.

Insane victims act randomly each round, even if they somehow leave the area, as indicated below:

1d10 Mutation/Insanity Effect

- 1-2 Run from the mass of tentacles for 1d4 rounds
- 3-4 Sprout two 5ft. long, feebly waving tentacles from neck or shoulder (no effect other than visual), and Despair for 1 round as the *crushing despair* spell
- 5 Skin wrinkles and withers, and suffer *fatigue* for 1d4 rounds
- 6 Sprout extra eyes all over body (gain All-Around Sight) and take no actions for 1 round
- 7 Sprout an extra arm/leg* (gain +1 on CMD) and attack the nearest creature (friend or foe) for 1 round.

*If wearing medium or heavy armor, the extra limb magically grows through the armor without damaging it.

- 8 Sprout an extra eye (gain +1 on visual Perception checks) and laugh uncontrollably for one round, as the *hideous laughter* spell
- 9 Attack self for 1 round
- 10 Sprout horns* (gain natural gore attack for 1d4 damage), become enraged (as the rage spell) and attack the nearest creature (friend or foe) for 3 rounds, but still suffer *fatigue* for three rounds after.

*If wearing a helm, the horns magically grow through the helm without damaging it.

Crucifixion

School necromancy (evil) **Level** cleric 6
Casting Time C, S, DF
Components 1 standard action
Range close (25 ft plus 5 ft/ 2 levels)
Duration 1 round/level (D)
Saving Throw REF Negates
Spell Resistance Yes

When this spell is cast, jagged spikes of wood or metal burst from the earth, impaling the screaming victim and rushing them 1d4 x 10 ft off the ground. The thorns dig into the wrists and feet of the unfortunate victim, stretching them into a agonizing cruciform pose. Each round of the spell, the victim suffers 1d2 points of temporary CON damage, as the jagged cross sucks the life from them. When the spell ends, the target drops to the ground, and is considered both *prone* and *exhausted*. If the Crucifixion is dispelled, the target falls the distance and takes damage normally.

Crucifixion, Mass

School necromancy (evil) **Level** cleric 9

This spell functions identically to Crucifixion, except it affects one victim per level, no two of which can be more than 30 ft apart.

Death Anew

School necromancy **Level** cleric 4
Casting Time one standard action
Components V, S, DF/M (a morbid holy symbol or fetish worth at least 10 GP)
Range touch
Duration 3 round
Saving Throw None **Spell Resistance** No

This spell rips a soul from the heavens or from the depths of the Black Else, and binds it to its corpse, forcing it to undergo all the agony of its death all over again. This spell can be cast on any corpse, no matter how long ago it perished, so long as some portion of its physical body remains intact. This spell returns the corpse to the condition it had within the last 3 rounds before its demise, and the corpse then reenacts the last moments of its life exactly as they occurred.

If a person died by violence, the briefly resurrected corpse will act out the last combat rounds of its prior existence, fighting phantom enemies, shouting, using identical spells and effects, and so on. These effects do not extend beyond the briefly resurrected corpse; for instance if a wizard who cast *fireball* immediately prior to death was affected by Death Anew, the fireball would be cast, but vanished the instant it left his finger tips. If a creature died by other means, those demises will be evident as this spell occurs. A woman who burned to death will be wreathed in flames, a drowned sailor will float in phantom water, and so on. The corpse cannot be aided or interacted with in any way while it undergoes Death Anew.

The corpse's soul is present throughout the duration of the spell, and experiences all the suffering of their last minutes again. Once the spell's duration ends, the corpse returns to death, but as a fresh corpse, exactly as it was soon after its original death. Effects that are limited by a corpse's time of death now treat the corpse as if it perished upon the casting of Death Anew. If the victim of the Death Anew spell is later returned to life, he or she must succeed at a WILL Save (DC 18 + 1 per each time Death Anew is cast upon them) or permanently lose 1d8 points each of INT and CHA upon their return to life, as a result of the sheer trauma to their soul.

Demean

School enchantment (mind affecting, evil)
Level bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/ two levels)
Duration 1 minute/level
Saving Throw WILL Negates (special, see text)
Spell Resistance Yes

With a low hiss, you crush a victim's soul with feelings of self doubt, inadequacy and loathing. The victim's skin blanches and takes on the sweat-slick sheen of true fear. For the duration of this spell, the victim suffers a -10 penalty on all CHA-based skill checks, and a -5 penalty on WILL Saves against mental effects based upon self doubt or that can be resisted by self confidence.

Special: Victims from highly stratified, status obsessed societies (which defines both the Tatakama and Black Japan fairly well) suffer a -2 penalty on their WILL Save against this spell.

Devoured From Within

School conjuration (summoning, evil)
Level bard 6, druid 6, sorc/wiz 6
Casting Time one standard action
Components V, S, M/DF (the skull of a rat or bat)
Range close (25 ft plus 5 ft/2levels)
Duration concentration plus 2 rounds
Saving Throw FORT partial (see text) **Spell Resistance** Yes

This foul spell summons a swarm of vermin within the body of a foe, allowing the caster the sadistic joy of watching their hated nemesis be eaten alive from within. This spell summons a bat, spider or rat swarm (caster's choice) directly inside a target's bowels. If the target fails its save against the effect, it suffers 4d6 points of damage per round and is *nauseated*. The target receives a new FORT save each round; success means the victim vomits up the swarm, which appears in his square.

If the victim successfully saves against this effect, or the spell fails to overcome the victim's spell resistance, it is treated as *Summon Swarm* in all respects. If the spell kills the victim, the swarm exits the target's body on the next round and begins functioning like *Summon Swarm.*

Draw Forth Menses

School conjuration (healing)
Level alchemist 0, cleric 0, druid 0
Casting Time one standard action
Components V, S, DF/M (blood soaked cotton or silk)
Range touch
Duration instant
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)

By touching a woman's abdomen, this spell draws the menstrual blood from her in a painless rush. This blood quickly solidifies into a brownish pebble resembling blood agate. If a pre-adolescent female (of a species that normally menstruates) swallows the stone, she will undergo puberty and begin menstruating within a few days. This spell otherwise has no effect beyond quickly ending a menstrual period.

Duplicate of Filth

School transmutation (skatto)
Level alchemist 6, sorc/wiz 6
Casting Time one minute
Components V, S, M (body waste from the target, jade ingots worth 100 GP per Hit Dice of the target)
Range touch
Duration one minute/level
Saving Throw None **Spell Resistance** No

The guttural intonations of this spell conjures a strange, inferior duplicate of virtually any creature from a mystically charged puddle of fresh body filth. This spell can potentially create a duplicate, under your control of any creature that needs to defecate, from a peasant farmer to a dragon.

The filth duplicate is an exact physical duplicate of the donor creature, appearing nude at the caster's feet at the completion of the spell, though it is made of transformed filth. The duplicate has physical ability scores (STR, DEX and CON) equal to the donor creature, though it is effectively mindless. It has no effective INT score, WIS 10 and CHA 1. The duplicate possesses one Hit Point per Hit Die of the donor creature. It can use any *Extraordinary* or *Supernatural* ability possessed by the donor, though it cannot use spells or *Spell-like* abilities. The duplicate's alignment is identical to your own, and it serves you loyally to the best of its ability. The duplicate melts away in a pool of blood and shit when the spell ends.

Dying World

School necromancy (evil, mind-affecting)
Level cleric 6, sorc/wiz 6
Casting Time one standard action
Components V, S, DF/M (urine collected from a dying child)
Range close (25 ft plus 5 ft/2 levels)
Effect a 30 ft radius sphere
Duration one minute/level (D)
Saving Throw None **Spell Resistance** Yes

This spell creates a dust-shrouded zone where colors are paler and the forces of death and decay tug at body and soul alike. Within the zone created by this spell, no creature can stabilize and Treat Injury skill checks automatically fail. Healing spells and similar effects restore only half their usual HP, while unusual healing abilities such as Fast Healing and Regeneration do not function. Spells that return the dead to life, such as reincarnation or raise dead, fail to function within this zone.

Within this zone, necromancy spells are cast at +2 caster level. Spellcasters can cast one necromancy spell per round as a quickened spell, without increasing the spell's level. Within the Dying World, it is easier to convince creatures to give up their life. If you can change a target's attitude to Helpful with a Diplomacy or Intimidate check, you can then convince the target to commit suicide with a successful DC 30 skill check. Charm Person and similar, more powerful spells can be used to convince a creature to commit suicide within this zone.

All effects of the Dying World immediately end if creatures move or are moved out of the area of effect.

Familiar Courtesan

School transmutation
Level sorc/wiz 3
Casting Time one minute
Components V, S, M (a mystical ointment worth 50 GP)
Range touch
Duration 1 hour / level
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)

Magical oils are rubbed onto the flanks and mouth of your familiar, and as the spell is completed, a transformation occurs. Your familiar becomes an anthropomorphic humanoid resembling its natural state. Its gender is the same its natural state, and your familiar's transfigured appearance is drawn from your sexual desires, becoming a perfect semi-human lover.

Your familiar has physical abilities of an average member of your race and is considered a first level adept while transformed, and retains any familiar abilities previously earned while it is transformed. Your familiar will fight at your side as loyally as ever, though this spell is designed for non-combative purposes. Your transformed familiar is perfectly willing, even eager, to be your sexual plaything.

Your familiar is considered both a member of your race and an animal for the purposes of sexual magic. If you have sexual intercourse with your familiar while transformed, it is restored to full HP and benefits from the effects of a *lesser restoration* spell, if necessary, when the spell ends and it returns to its natural state.

Variant Rule

If you wish to make this spell slightly more complex, you can use the anthro creation rules in *Fursona* to model the effects of the spell. Pick the anthro order that best corresponds to your familiar's natural state, using that order to model your pet's transfigured state. Your anthro has ability scores equal to 10 plus or minus racial modifiers. Once the anthro's racial abilities are chosen, they remain fixed even across multiple castings of this spell.

Foul Infusion

School necromancy (skatto) **Level** alchemist 4, druid, sorc/wiz 4
Casting Time one standard action
Components V, S, M ('night dirt' collected from a peasant's field)
Range medium (100 ft plus 10 ft/level)
Duration 1 round/level
Saving Throw FORT Negates
Spell Resistance Yes

This spell pours shit and other foulness into the victim's body, causing them to swell grotesquely and squirm with pain. If the target fails his save, his bowels are overfilled with shit and bile, causing the target's encumbrance to worsen by two steps. If immobilized by this spell, the target becomes *helpless*.

Each round of the spell, the target can attempt a new FORT Save to end the effect. If this save is successful, the target purges his bowels and is affected by a Vacate Bowels spell (no save) before this spell's effects end. If the target fails this FORT Save by 10 or more points or rolls a natural 1 on the FORT Save, his bowels rupture. This causes 1d6 points of temporary CON damage, and the target must succeed at a DC 30 FORT Save or contract *filth fever*. The target can also choose not to make FORT Saves to end Foul Infusion early, waiting out the agonizing period of the spell's duration, without risking a bowel rupture.

Garden of Impalement

School conjuration (creation, earth) **Level** druid 7, sorc/wiz 7
Casting Time one standard action
Components V, S, M/DF (a tiny bamboo shoot)
Range close (25 ft plus 5 ft/2 levels)
Effect one 5 ft square of bamboo spines per caster level
Duration 1 round
Saving Throw REF negates **Spell Resistance** No

This spell summons hundreds of razor sharp bamboo spears from somewhere beneath the earth. Targets who fail their REF Save are viciously impaled and lifted off their feet by the spell. Targets suffer 1d8 points of piercing damage per caster level (max 20d8). This spell reaches up to 30 ft into the air, and may impale low flying targets that fail their REF Save. The caster can shape the Garden of Impalement's area, shaping it around allies within range, though all squares of the spell must be contiguous and within range.

Gateway of the Bowels

School necromancy (skatto) **Level** druid 3, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S, Focus (recently deceased humanoid corpses, see text)
Range 100 ft (see text)
Duration 1 minute per level
Saving Throw None **Spell Resistance** N/A

When a person dies, their bowels and bladder spill wit the last spasms of their dying. When this spell is cast, a wave of necromantic force slithers across the stained carcasses, animating the shit and urine into something powerful and horrible. This spell summons a slightly modified Earth Elemental, which serves you loyally for the spell's duration. The size of the Earth Elemental is initially determined by the number of humanoid corpses (Small or larger), slain within the previous hour, within the initial range of the spell when it is cast.

Number of Fresh Corpses Present	1-5	5-10	10-20	21+
Size of Earth Elemental	Small	Medium	Large	Huge
Stench FORT Save DC	DC 14	DC 16	DC 18	DC 20

This modified Earth Elemental has the *Stench* special quality, the FORT saving throw DC of which is also determined by the number of fresh corpses present at creation. Each Small or larger creature slain by the elemental heals it for 3 HP, as their dying shit rushes into the elemental's body to add to its mass.

If the elemental slays enough creatures to move it into the next larger size category, it immediately changes sizes and it's hit point total is reset to the full maximum total for the next larger

size. This change also occurs if the modified elemental moves into an area with multiple fresh corpses, such as a battlefield, even if it did not slay those creatures personally.

(Note that destroyed creatures with unusual or no metabolisms do not count as fresh corpses for the purpose of this spell. For instance, this monster cannot grow if a creature does not defecate or does not process food in the same manner as a living mammal, such as constructs, undead and some odd aberrations.)

Gathering the Female Energy

School evocation
Level alchemist 5, cleric 5, sorc/wiz 5, summoner 5
Casting Time Ten minutes
Components V, S, Focus (a decorated porcelain phallus worth at least 3,000 GP)
Range Touch
Duration one day or until discharged
Saving Throw No **Spell Resistance** No

This tantric spell gathers powerful and fluid female energy and transforms it into equally flexible mystic energy. While this spell is cast, multiple females, including possibly the caster, masturbate together, passing the dildo that serves as the spell's focus amongst them. Each female contributes energy to the spell, which can later ease the use of meta-magic feats.

Each female who contributes adds a number of equivalent spell levels equal to her Hit Dice or total character level. These equivalent spell levels can be used to cast a metamagic feat without increasing the spell's effective level; while properly charged this spell's porcelain dildo acts as a Metamagic Rod of various types. If the stored spell levels are not expended before 24 hours elapse, any unused spell levels are wasted without effect.

Gathering the Male Energy

School evocation
Level alchemist 5, cleric 5 sorc/wiz 5, summoner 5
Casting Time Ten minutes
Components V, S, Focus (a large jade bowl worth at least 3,000 GP)
Range touch
Duration one day or until discharged
Saving Throw No **Spell Resistance** No

This tantric spell gathers potent male energy and transforms it into equally potent magical energy. While the spell is cast multiple males, including possibly the caster, masturbates into the finely decorated bowl that serves as the spell's focus. Each male contributes energy to the spell, which can substitute for an expensive material component in a future spell.

Each male who contributes to the spell adds the equivalent of 100 GP x his total Hit Dice or total character level, which can be used, either wholly or partially, in spells that require expensive material components. The GP equivalent can be spent on a single spell or upon multiple spells, if utilized before the duration ends. If this gathered tantric energy is not used before 24 hours elapse, any excess energy is wasted without effect.

Honorable Suicide

School abjuration (lawful)
Level paladin 4, inquisitor 4
Casting Time One minute (see text)
Components V, S, DF, Focus (masterwork or magical slashing or piercing weapon)
Range personal
Duration instant
Saving Throw None **Spell Resistance** N/A

Rather than allow your ideals to become compromised, or your honor to be stained by mental compulsion, you commit seppaku to free your spirit. At any time, if you fall victim to any mind-influencing ability that would cause you to act chaotically or dishonorably, or to betray your oaths and ideals, you may as a free action, choose to cast this spell rather than succumbing to the effect. You must immediately begin the preparatory ritual of this spell- kneeling

and slicing your abdomen open with the blade that forms this spell's focus.

Casting this spell kills you, but immediately ends the mind-influencing effect and acts as an *atonement* spell. If you are subject to any effect that would prevent your soul from freely traveling to the afterlife of your faith, such as a curse or demonic pact, it is broken. You may be raised or resurrected normally.

If prevented from completing the ritual, or if you choose to take other actions once the ritual begins for more than one round, this spell immediately ends and you become subject to the original mind-influencing effect, as if Honorable Suicide was never cast.

Impudent Little Tongue

School enchantment (compulsion)
Level alchemist 0, bard 0, sorc/wiz 0
Casting Time swift action
Components S, female gender only
Range close (25 ft plus 5 ft/2 levels)
Duration instant
Saving Throw None (harmless)
Spell Resistance No (harmless)

A little girl spell-caster sticks out her tongue, both arousing and enraging those who see her. All allies within range who can clearly see the spell caster may make a new saving throw against any compulsion effect. If this save succeeds, the compulsion effect ends or is mitigated, as if they made the initial saving throw.

Lustglimmer

School divination **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No

You perceive a faint, shimmering aura that resembles moonlight on water around those who find you sexually desirable. You perceive this aura around any visible creature that is attracted to you; this insight provides you with a +1 luck bonus on Sense Motive and Diplomacy checks against anyone attracted to you. This aura does not spotlight invisible or otherwise concealed creatures, and does not change illumination conditions.

Magic Castle

School conjuration (creation) **Level** sorc/wiz 9
Casting Time 30 minutes
Components V, S, M (a rod of security, consumed at the time of casting)
Range long (400 ft plus 40 ft/level)
Duration Instant
Saving Throw None **Spell Resistance** No

With a grand display of magical energies, you instantaneously create a castle, fortress or pagoda of your design that has two rooms per caster level. The entire square footage of the castle cannot exceed 100,000 square feet. The castle walls are made of stone, the doors of wood (with DC 30 locks), although the hardness of all materials is increased by 5. The interior of the castle is fully furnished, and each room is magically lit with a brightness level that varies with your whim (from daylight to magical darkness).

The castle also automatically contains weapons (melee and ranged) and leather hauberks enough to outfit 50 guards or defenders. In addition, you can choose one of the following options:

- The castle exists on another plane (an otherwise empty pocket dimension), with the only doorway existing on the plane on which you cast the spell. The doorway you attach the spell to must be in range at the time of casting or the spell creates a freestanding doorway to you specifications.
- The castle floats in the air at a height of your choosing. The magic keeping the castle in the air cannot be dispelled or suppressed.
- The castle is surrounded by a ward through which one general type of creature, chosen by you, cannot pass (undead, fey, humanoids, etc.).

Lastly, you can choose to have any portion of the castle disappear or fall apart upon your death, or you can choose to have the whole place collapse at the time of your demise. If the castle floats, you can have it fall when you die.

Night's Lust

School illusion (mind-affecting)
Level bard 1, sorc/wiz 1, witch 1
Casting Time One standard action
Components V, S
Range personal
Duration 1 minute/level
Saving Throw WILL negates
Spell Resistance No

This spell bathes you in a milky white glow that makes your skin gleam in a way that especially arouses night-creatures. For the duration of the spell, any creature viewing the spellcaster with Darkvision or lowlight vision treat the caster's CHA score as being +10 higher for the purpose of CHA-based skill checks made against the viewer. This spell's effect is suspended when the spellcaster is in an area of dim light or better. If the target saves against the spell, he or she is immune to the spell's effects for the duration.

Orgasmic Instrument

School transmutation **Level** bard 1
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level (D)
Saving Throw no **Spell Resistance** no

You run your fingers along your body, and this spells sensual magic transforms the natural, involuntarily sounds your body makes during pleasure into the sweetest, most perfect music. When you cast this spell, choose a specific instrument. For the duration of the spell, any time you use the Perform skill you can roll a Perform (erotica) and a Perform (chosen instrument) check simultaneously. You use the better of the two check results to determine the checks' results, such as money earned with a public performance, or the effects of a fascinating performance.

Pass Pregnancy

School transmutation
Level alchemist 2, cleric 2, druid 2
Casting Time one hour
Components V, S, DF/M (weird oils and ointments worth 100 gp)
Range touch
Duration instant
Saving Throw None (harmless)
Spell Resistance No

As this spell is cast, two women (one of whom is pregnant) share an agonizingly slow, ritualized sex act. As their bodies writhe together, their flesh merges, and their two wombs become one. At the end of the ritual, the pregnancy transfers from one woman to the other. Even if the recipient of the gestating fetus would not normally be able to carry a child of the donor mother's species to term, the pregnancy occurs without incident. The pregnancy comes to term in the same time frame it would of taken the original mother to bear the child, and though the eventual delivery may be strange, it is not especially life-threatening.

The donor mother is not harmed by the sudden end of her pregnancy in any way. Both participants in this spell must be willing; no form of mundane or magical compulsion can compel participation in this spell.

If this spell is used on a willing Ubume, it passes on the ghostly pregnancy without requiring any strength checks nor risk on the part of the accepting mother. The Ubume immediately returns to life as described in her racial trait write-up.

Pantysoak

School evocation (water) **Level** druid 0, sorc/wiz 0
Casting Time one standard action
Components V, S, M (a drop of salt water)
Range touch
Duration 1 round
Saving Throw WILL Negates (harmless)
Spell Resistance No

You touch a female creature, causing her body to leak copious sexual fluids. For one round after this strangely intimate touch, the creature touched casts all spells with the Water descriptor at +1 caster level. A creature can benefit from this spell only once per day.

Piss Like A Dragon

School evocation (acid, fire, skatto)
Level cleric 5, druid 5, sorc/wiz 5
Casting Time one standard action
Components V,S
Range Basic Range is Close (25 ft + 5 ft/ 2 levels, see text)
Effect Cone pointing outward from the subject's genitals
Duration Up to 12 hours or until discharged
Saving Throw REF Half **Spell Resistance** Yes

This spell is known as *ryu omoroshi* in the original Japanese, and can be thought of as much a curse as a blessing. Mystical energy courses though the recipient's veins, settling in the bladder. The energy writhes and squirms and begs to be unleashed.

The spell's recipient can hold the mystically charged, energized urine for up to 12 hours, at which point the spell spontaneously discharges. Until the recipient unleashes the magic, she is considered *shaken*. For each hour the magic is held, the spell's range increases by five feet.

When the spell is triggered, it inflicts 1d6 points of acid damage per caster level (maximum 10d6). For each hour the spell is held, the spell inflicts an additional 1d6 points of fire damage (maximum +5d6 fire).

Pleasurable Temptation

School enchantment (mind affecting, chaotic, evil)
Level cleric 6, witch 6
Casting Time one standard action
Components V, S, DF/M
Range close (25 ft plus 5 ft/2 levels)
Duration Instant
Saving Throw WILL partial (see text)
Spell Resistance Yes

When this spell is cast, waves of orgasmic pleasure pulse through the target, tempting them both body and soul. If the target chooses to accept the spell's temptation, her alignment shifts one step each on both the law/chaos and good/evil axis towards chaotic evil. The target is considered *helpless* with orgasmic pleasure for 1d4+2 rounds, and immediately benefits from a *heal* spell.

A creature that is already chaotic evil is merely rendered helpless and healed, but its alignment does not change. A target that actively resists the spell may attempt a WILL Save. Those who succeed do not succumb to the alignment change, and receive no healing effect, and are merely *shaken* for 1d4+2 rounds instead.

Pretty Orgasm

School illusion (light) **Level** bard 0
Casting Time one minute
Components V, S
Range personal
Effect a 15 ft burst, centered on you
Duration five minutes
Saving Throw No **Spell Resistance** No

As you masturbate to orgasm, colors swirl around you and the air takes on the scent of fine incense. When you finally orgasm, it is such a beautiful act that all around stare in open mouthed awe. This pretty orgasm creates a 15 ft burst around you; for the duration of this spell, all Illusion spells or spells with the Light descriptor use both your casting modifier and the caster's casting modifier to determine their saving throw DC. If you cast spells within this zone, you add twice your casting modifier when calculating the saving throw DC.

Pulse of Misogyny

School necromancy (evil) **Level** sorc/wiz 9
Casting Time one standard action
Components V, S, M (the severed left hand of a humanoid female)
Range long (400 ft plus 40 ft/level)
Duration 1 round/level
Saving Throw WILL partial **Spell Resistance** Yes

This spell creates a strange zone where women become monstrous, dull witted *things* drawn from the worst recesses of the caster's subconscious. This spell may be targeted at any 5 ft square within range, which becomes the focal point of the effect. The area effected by the spell increases in 5 ft increments each round the spell remains active; it affects one square the first round, nine squares the second, and so on. The illumination in the affected area becomes *Dim Illumination* if better lighting conditions prevail, and remain that way until the spell's duration ends.

Each round they remain in the affected area, all female creatures must succeed at a WILL Save or undergo a hideous transformation. On a failed save, all females have their INT and CHA scores set to 5 (if higher), and become incapable of activating class abilities, nor using innate Supernatural or Spell-

Like abilities. If the female makes her WILL Save, she is merely considered *shaken* for the spell's duration. Women affected by this spell become grey-skinned, haggard figures; their hair is matted and sweat soaked, their eyes dull and bleeding. When this spell ends, any women transformed by the spell return to normal, but are considered *exhausted.*

Quick Cum

School necromancy (mind-affecting)
Level alchemist 1, cleric 1, druid 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft/2levels)
Duration one round
Saving Throw WILL Negates
Spell Resistance Yes

A single word, and the target is overcome with pleasure, experiencing an intense, grinding orgasm that leaves them breathless. A target that fails its WILL save is *stunned* until the caster's next turn. If this spell is used on an ally it can speed the casting of sex-based spells. If the ally is casting a spell which requires the caster to orgasm and takes longer than a full round to complete, this spell can be used in conjunction to reduce the sex-magic's casting time to a single full round action.

Red Fantasies

School illusion (mind-affecting)
Level cleric 6, sorc/wiz 6
Casting Time one standard action
Components V, S, M (some trophy or momento from an executed rapist or lust murderer)
Range medium (100 ft plus 10 ft/level)
Duration one round
Saving Throw WILL partial **Spell Resistance** Yes

This demoralizing, mind-breaking spell forces the target to confront their darkest, most sadistic private fantasies, an experience that many cannot endure. If the target fails their WILL Save, they experience twisted dark fantasies, where they willingly indulge in every vile, depraved and evil act they have ever subconsciously fantasized about…and thoroughly enjoy it. Though these dreams seem to last for hours, in reality, they only

take a single round to complete. During this time, the target is *helpless*.

As a result of these fantasies, the target is considered to have willingly committed an evil act, requiring an atonement spell. Non-evil divine spellcasters are especially hindered by this spell, as it usually results in the loss of their class abilities and spellcasting.

If the target succeeds on their WILL Save, they are merely *helpless* for a round, but do not experience the 'red fantasies' that give their spell its name.

Red Fantasies, Mass

School illusion (mind-affecting)
Level cleric 9, sorc/wiz 9

This spell functions identically to Red Fantasies, except it affects one victim per level, no two of which can be more than 30 ft apart.

Restorative Onsen

School conjuration (creation, water) **Level** druid 8
Casting Time ten minutes
Components V, S, M (a pebble from an onsen or hot spring)
Range close (25 ft plus 5 ft/2 levels)
Effect 20 ft radius onsen
Duration 2 hours/level (D)
Saving Throw None **Spell Resistance** No

You conjure a steam shrouded natural hot spring surrounded by walls of bamboo so densely grown they may as well be a castle's stone walls. A thin paper and bamboo splits the onsen evenly down the centerline, diving the space into bathing areas for males and females. The onsen appears anywhere, even in the driest or most barren conditions, but the spell must be cast outside on open ground.

The area within the onsen is swelteringly (but not dangerously) hot. The onsen provides no illumination but makes changes the temperature inside regardless of outside conditions. The onsen's water is clean and drinkable.

Bathing nude in the onsen for at least one hour provides the effects of a *restoration* and a *remove curse* spell. Characters can only receive this magical effect if they bathe among their own gender- males must stay on the male side of the onsen, and females on the female side. If the genders are mixed, the onsen's magical healing cannot occur.

Finally, a character who bathes nude in the onsen for at least 8 hours has their body temperature raised, providing them with a *Protection from Energy (Cold),* which can absorb up to 50 points of cold damage, but lasts up to 24 hours or until dispelled. Like the healing effect, this protection effect can only activate if the genders are segregated as they bathe.

Once the spell ends, the onsen vanishes, including any water taken from it, though nourishment, protection or healing gained from its effects remain.

Sadistic Dissection

School necromancy **Level** alchemist 6, sorc/wiz 6
Casting Time one standard action
Components V, S, M (a dissecting scalpel or gutting knife)
Range medium (100 ft plus 10 ft/level)
Duration 1 round/level (D) (see text)
Saving Throw FORT negates (see text)
Spell Resistance Yes

Lashing tendrils of energy leap from the spell caster's fingers to flay the target alive. Phantom scalpels cut away bits of flesh and bone, reducing what used to be a man into a quivering lump of bloody tissue.

If the victim fails his save, each round of the spell, the victim suffers some kind of permanent physical alteration. The victim can attempt a new save at the end of each round to end this effect. The victim chooses which permanent physical alteration to suffer each round.

- The victim can choose to suffer 1 point of permanent ability damage to any of his ability scores.

Alternatively, the victim can choose a more horrible physical alteration from the following list. Each time one of these horrible alterations is inflicted, it reduces the duration of the Sadistic Dissection spell by 1d4+1 rounds; if this would reduce the duration to 0 rounds, the spell inflicts the last alteration and then immediately ends.

The target can choose to become:

- Permanently blinded.
- Permanently deafened.
- Permanently mute, unable to speak or cast spells with verbal components.
- Suffer a permanent -10 ft reduction to base land speed.

Sadistic Dissection, Mass

School necromancy (evil) **Level** sorc/wiz 9

This spell functions identically to Sadistic Dissection, except that it affects one creature per level, no two of which can be more than 30 ft apart.

Sensual Trembling

School necromancy **Level** alchemist 2, sorc/wiz 2
Casting Time one standard action
Components V, S, M (a tiny vial of sexual fluids)
Range close (25 ft plus 5 ft/2 levels)
Duration one day
Saving Throw WILL Negates
Spell Resistance Yes

This spell fills the target with unthinking lust- their genitals tingle and burn and itch to be used. Until the target has a sexual encounter with another character of the same race, they are considered *Shaken.* Masturbation or sex with other creature types have no effect on this spell- the target remains crazed with lust and in the case of males, painfully erect. This secondary aspect has sometimes allowed this spell to be used as a kind of perverse sex aide, when cast on a willing subject.

Slut Training

School necromancy **Level** sorc/wiz 4
Casting Time One standard action
Components V, S, M (a few drops of blood or semen)
Range Touch
Duration 24 hours
Saving Throw WILL Negates
Spell Resistance No

This vicious curse is often used by slave-breakers and pimp-wizards to debase captives or to spice up an orgy with an added edge of desperation. When this spell is cast, a damaging, contingent curse is tied to the victim's karma. Exactly twenty four hours after this curse is bestowed, the victim will suffer 100 points of damage +5 points per caster level (maximum 200 HP damage).

The victim suffers one fewer point of damage for every person he or she brings to orgasm prior to the curse's activation. The mage specifies whether bringing males or females (or both) to orgasm mitigates the effects of the magic.

Slut Training can't be dispelled, but it can be removed with a *break enchantment* or *remove curse* spell.

Vacate Bowels

School necromancy (skatto)
Level alchemist 1, druid 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft/2 levels)
Duration one round
Saving Throw FORT Negates
Spell Resistance Yes

This spell forces the victim's bowels to spasm and completely evacuate in a single disgusting rush. A target who fails its FORT Save is *Stunned* by a combination of cramping and shame until the caster's next turn. This spell has no effect on creatures that do not defecate or who do not have a normal digestive process.

Vore

School transmutation (chaos)
Level druid 4, sorc/wiz 4
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/level (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)

The caster's face rips apart down the centerline of their face, their skull exploding into a snarling, greedy maw lined with sharklike teeth. For the spell's duration, the caster gains a Bite attack and the Swallow Whole special quality. The spell allows the caster to Swallow Whole a creature up to two size categories larger than itself (a Huge target for a Medium caster, or a Large target for a Small caster).

If the target cuts its way free of the extra-dimensional digestive sack it finds itself in, it reappears prone in an adjacent square to the spell caster. The spellcaster can swallow whole an unlimited number of creatures during this spell's duration. When this spell ends, any swallowed creatures are immediately ejected and reappear, prone, in a random adjacent square near the spell caster.

Bite: 2d8 + ½ STR slashing Damage
Swallow Whole (3d6 acid/round, AC 12, 10 HP)

Voyeuristic Hallucination

School divination **Level** bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Effect one 5 ft square
Duration 1 minute/level
Saving Throw None **Spell Resistance** No

By touching a piece of furniture, bedding or other 5 ft square of terrain, the spellcaster causes illusory figures to appear, bathed in gleaming golden light. These translucent figures, which cannot be mistaken for living creatures, perfectly depict the last creature or creatures to have sex, masturbate or perform other erotic activity on the item touched. If no creatures have done so on the touched object, within the past year, this spell is not cast.

Voyeuristic Kimono

School divination
Level bard 1, inquisitor 1, sorc/wiz 1
Casting Time One standard action
Components V, S, Focus (a snow white silk kimono worth at least 25 gp)
Range touch
Duration 1 hour/level or until discharged
Saving Throw None **Spell Resistance** No

When this spell is cast, it anchors its power to a silk kimono- the fabric throbs faintly, like a soft heartbeat. If the kimono is donned by a creature of the fey, humanoid, monstrous humanoid or giant types before the spell's duration ends, the spell snaps shut like a bear trap.

The kimono instantly develops a complex silkscreened scene, which seems to bleed out of the white fabric to permanently stain the silk. This scene depicts a couple in a passionate, sexual embrace, while several onlookers, from all stations of Tatakama society look on. The image depicts the wearer's sexual orientation, reflected in the genders of the lusty couple, while the rest of the image encodes a variety of other knowledge about the wearer's sexual habit in its details.

Those viewing the kimono's image know the wearer's sexual orientation, a rough estimate of the wearer's number of lovers, their preferred sexual positions and habits. If the wearer has ever slain a lover, the image is dyed crimson, while if the wearer has ever committed rape, the image is faded and yellowed, as if by years of sweat.

Well Educated Slut

School enchantment (mind affecting)
Level cleric 3, oracle 3
Casting Time full round action
Components V, S, M (kanji painted on the recipient's body)
Range Touch or Personal
Duration 24 hours (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes

This spell is a favorite of Sacred Pleasurers and other benevolent sex magicians, and is often cast upon inexperienced young prostitutes and temple maidens. For twenty four hours after the spell is cast, if the recipient has as a consensual sexual encounter with a sentient creature, he or she gains XP as if for a overcoming a threat with a Challenge Rating equal to their total character level -1 (minimum CR ½ in the case of first level recipients of this spell.).

Appendix: Gods of the Tatakama

The following gods, oni-lords and other mythic beings are worshipped across the Tatakama.

Tatehaya, The Impetuous Male

Chaotic Neutral Greater God

Tatehaya was once a god of the Earth-realm, known as the impetuous Susano-wo, the second brother of the sun goddess, Amaretsu. He was banished from Earth's heavens for his crimes against his sister and the other gods, crimes always spurred by power-lust, greed and jealousy. Banished far beyond the stars, Susano-wo eventually discovered the roots of the great universal tree, the pillar of reality upon which everything, even the realms of his

The Gods of the Tatakama are presented in order of their relative power over the plane and its inhabitants.				
Deity	Alignment	Domains (subdomains)	Favored Weapon	Portfolio
Tatehaya (Susano-Wo)	CN	Chaos, Darkness (night), Luck (curse), Trickery (thievery), Weather (storms)	Katana	Men of the Tatakama, thieves, trickery, night
Ryugen	LN	Air (wind), Law, Magic (arcane), Nobility (leadership), Weather (storms)	Longbow	Rain, storms, courtiers, nobility, law
Inari	CG	Chaos (azata), Community (home), Good, Liberation (revolution), Plant (growth)	Tanto (Short Sword)	Upsetting the social order, the poor, rice, charity, Kitsune and Akaname
Amanojaku	CE	Chaos (protean), Death (murder), Evil (demons), Madness (insanity), Water (oceans)	Trident	Demons and oni, evolution, viscous competition, savagery water, the Black Else.
The Kirin	NG	Animal (fur), Glory (honor), Good, Protection (defense), Strength (resolve)	Nagatana	Daughters of the Kirin, knights, nobility, justice
The Baku	NG	Animal (fur), Protection (purity), Strength (ferocity)	Great Club	Animals, protection of dreamers
The Celestial Courtier	LG	Knowledge (thought), Law(inevitable), Magic, Protection (purity)	None. Clerics receive Skill Focus as a bonus feat instead.	The Heavenly Court, duty, honor and law, Futakuchi
The Ubume Empress	LE	Community (family), Death (undead), Repose (souls), Water (ice)	Any one type of Firearm.	Demons and fears of pregnancy, women, suicide, Ubume.
The Byakko	CG	Animal (fur), Glory (heroism), Strength (resolve), War (blood)	Katana	Ronin, heroes, the Yakuza, anthros and animal-kin of all sorts.

hated sister, rested. Pissing against the Great Tree, his flood created the Tatakama.

The god once known as Susano-wo smirked cruelly, realizing that in his exile, he had finally proved his superiority (and the superiority of the male gender), by creating an entire reality, complete with men, gods, stones and animals. Taking the new title Tatehaya, the impetuous, jealous god became took his place at the head of a pantheon of his own devising. All those who live within the Tatakama pay Tatehaya homage, knowing their creator is a jealous god, and though he has somewhat mellowed throughout the years, still retains an impetuous temper. Storms and floods are expressions of his displeasure.

Tatehaya appears as a massive male samurai in fine blue and black armor, the color of the Earth-realm's sky just before a storm. His hair is worn long, black as night, and his mustache is a spectacular fan of ebony hair. He carries the first katana, Kusanagi (Grasscutter), which flashes like lightning and can slice through anything.

For all his power and bluster, Tatehaya is a somewhat unworthy creator. His Tatakama is just a distorted shadow of the Earth realm, and his 'innovations' are usually reserved for horrific monsters drawn from his jealous fantasies. He rarely bothers to appear to worshippers, but may appear in either the Tatakama or the Earth-realm to take, by force, a woman who has inflamed his lust.

Ryugen, Dragon of Heaven

Lawful Neutral, Greater God

Ryugen is Tatehaya's chief servant and the only advisor the arrogant storm lord ever listens to, even if he does so too rarely for Ryugen's taste. Ryugen was kidnapped from the Earth-realm by Tatehaya soon after the Tatakama was creation, plied with wine and sacrifices and the promise of power, responsibility and purpose until he agreed to become Tatehaya's retainer.

Ryugen is the lord of the seas, of the rain and has been given command of storms. When Tatehaya demands that mortals be drowned for some slight, real or imagined, it is Ryugen's winds and rain that carry out the command. Despite this, Ryugen realizes that some humans can be useful. The Dragon of Heaven inspires wizards and scholars, and presented mankind with the Box of Immortality spell to keep his favorite wizards alive and vital a while longer. Of course, Ryugen is insufferably arrogant and dispassionate. He thinks nothing of killing thousands of 'worthless' souls, and only suffers the briefest pangs of conscience when disposing of useful tools.

Ryugen appears as a sinuous dragon of jade and azure, as long as the sky itself. Monsoon rains and hurricanes are harbingers of his presence.

Inari, Goddess of Rice

Chaotic Good Greater Goddess

Inari willingly entered the Tatakama to provide a check on the unbridled ambitions of the impetuous Susano-Wo. Of all the Japanese deities, only Inari felt that the men and women of the Tatakama deserved a Creator better than the petty and violent storm lord. It took centuries, but Inari fought and fucked her way across the dimensional borders, losing much of herself in the process.

Inari is especially beloved by the common folk of the Tatakama, who see her as their protector and provider. Humble altars to Inari are usually found at the heart of most *burakumin* villages. The nobility pay Inari lipservice, and donate rice to the poor in her name, but actual worship of the Rice Goddess is cause for scandal among the Tatakama's royalty. Inari is an unconventional goddess, as impudent in her own way as her Divine Cousin, Susano-Wo. She often chooses thieves, outcasts and failed samurai as her agents, all the better to shock the nobility out of their selfish complacency.

Inari often chooses Akaname as her servants, as they are the lowest of the low, and also favors the Dodoma and Tanuki. However, her most beloved servants are Kitusne. All Kitsune consider Inari their 'Great Aunt', and obey her without question. Even the laziest and most cowardly fox-maiden can show shocking courage and purpose when on some errand for the Rice Goddess.

Inari appears as a Kitsune with milk white skin and long, straight hair like porcelain. She dresses all in red.

Amanojaku, Lord of the Black Else

Chaotic Evil Greater God

The cruel Amanojaku is unquestioned lord of the Black Else. Some claim that the entire endless, hell-ocean is the demon lord's semen, and all its many demons, oni and other horrors are his bastard spawn. Amanojaku is both tempter and brutal despoiler, and his manipulation precipitated the confrontation that resulted in Susano-Wo's exile

from his original pantheon. In that sense, then, Amanojaku is as much a creator of the Tatakama as Tatehaya. Amanojaku is said to be able to see through every shadow or thorough the eye of every vicious beast or humanoid rapist in the Tatakama, and knows many secrets of the place unknown to even Tatehaya.

Amanojaku appears as some unholy, black scaled crossbreed of monkey and deep sea angler fish. He is the lord of savaged, unchecked evolution, and his home realm is a churning Darwinistic cauldron where only the most powerful oni survive long. In another reality, he is known only as the Nemesis, and has created many worlds of his own, all full of strange *oni* referred to as Lifespawn.

The Kirin, Blessed Unicorn of the East
Neutral Good Intermediate God

Known as the Blessed Unicorn of the East, the Kirin wanders through the Tatakama and the Earth-realm at his leisure, serving the cause of good and fucking as many mares as time and chance allows. The Kirin spends much of his time in the Heavenly Court, trying vainly to convince the impetuous and arrogant Tatehaya to be a better ruler for his *oni*-haunted creation. When diplomacy fails, the Kirin leaves Heaven in search of oni lords to impale with his golden horn, or fight along side one of his many, many beloved Daughters.

The Kirin is well known to the common folk of the Tatakama, often glimpsed out of the corner of the eye, a flash of gold and ivory and wind. The Kirin, like his legendary and numerous Daughters are known as a defender of women, children and all good men. The Kirin has a habit of appearing at the coronation of kings, emperors and daimyo; he snorts and stamps to bless rulers who will rule well and wisely. If he doesn't slay cruel tyrants outright, he will lift his tail and defecate spectacularly before the assembled crowds, cursing the ruler to a short and tempestuous reign.

The Kirin's form is a massive unicorn, fully 10 ft tall at the haunches, clothed in glistening golden scales and smooth ivory that resembles the finest barding ever imagined by a cavalry smith. His singular horn is a massive, curved scimitar made from gleaming, jeweled gold. Normally three feet long, this horn can grow as long as a lightning bolt when the Kirin fights. The Kirin is normally accompanied in his wanderings by a small harem of his fittest, fastest and most beloved Daughters and grand-Daughters.

The Baku, Eater of Bad Dreams
Neutral Good Demi-God

The Baku is the Kirin's cosmic sidekick, a jolly but rather inept little god the Kirin found who knows where. The Baku is the Kirin's most loyal friend, and constantly strives to live up to his hero' exploits. Though he usually fails, the Baku keeps trying. The Baku has no schemes or great cosmic agenda; he is too simple and direct a god for that.

The Baku is an ungainly and fantastical cross-breed of elephant, tiger and monkey. He is plump and slow, though impossibly strong. He protects children and sleepers from *oni.* The Baku hunts other nocturnal threats, from night hags to vampires, and savages bad dreams with his mighty trunk and silvery tusks.

The Ubume Empress
Lawful Evil Minor Goddess

The Ubume Empress was once a mortal woman upon one of the many Earths hung somewhere in the Great Universal Tree's branches. She died in quilt over a lost child, with so much hate in her heart for those who took her child that she could not rest. Her broken soul drifted into the Great Tree's branches and was drawn by great spiritual gravity into the Black Else. The ghost splashed down, and in the depths of the black ocean, she somehow rose from pitiful victim to elder *oni* lady.

Now, the Ubume Empress is mistress of the race that bears her name, and she is the dark mother of all demons of childbirth, infanticide and

pregnancy. *Aswang* sing her praises in their cackling calls, *jizo* dream of her cold embrace, and mortal women leave bowls of rice on her altars in hopes that no *oni* will steal their pregnancy from them.

The Ubume Empress manifests as a *gajin* woman, the top of her head blasted apart by some cruel wound that has never stopped bleeding. She dresses in purple and ebony finery, and is trailed by a retinue of ghostly servants. These skeletal guard is connected to the Ubume Empress by rotted umbilical cords that trail from beneath her bloodsplattered pussy.

The Celestial Courtier

Lawful Good Minor Goddess

The Celestial Courtier is the revered head of the Heavenly Bureaucracy, a wise and all-seeing if somewhat harried goddess. She dispatches the agents of heaven on their missions. Every Kami and Futakuchi walking the fields of the Tatakama had their divine passport stamped by the Celestial Courtier…most of them even ended up in the right century, pursuing the right mission.

The Celestial Courtier is tasked with keeping Heaven, the Tatakama and the Earth Realm running smoothly- fortunately, the Black Else is out of her jurisdiction. She receives very little worship, and most mortals don't realize she even exists, a fact for which the Celestial Courtier is eternally grateful. If she were more popular, she'd have to answer prayers, provide clerics spells and defend the virtue of her paladins, and she's got too much to do as it is….. now, what century did she send Lady Rika to?

The Celestial Courtier appears as a small Futakuchi female with a constantly frazzled appearance. She carries dozens of scrolls, oyafuda and prayer wheels, and such articles are constantly spilling out of her arms. Her long hair is constantly tangled and messy, and changes colors often.

Byakko, White Tiger of the West
Chaotic Good, Demi-God

The Byakko is a crude and direct god, a kind of cosmic ronin who fights and fucks his way across the multiverse. His adventures are many and ledgendary; any old time tavern drunk or samurai-worshipping boy can recite dozens of tales of the Byakko's audacity. The Byakko enjoys fighting against impossible odds, and will often take mortal form to fight at the side of some courageous human battling against impossible odds. The Byakko fights on behalf of the poor, the downtrodden, animal-folk of all kinds. Many Yakuza clans have adopted the freewheeling Byakko as a patron.

The Byakko appears as a heroic giant of a man, dressed in the finest samurai armor, with the head of a white tiger and a striped pelt. He has battled often with the Tatehaya, always losing to the superior swordsman, but relishes another battle. It is said that the worst storms that rage across the Tatakama occur when the Byakko scores a solid blow with his katana against the Storm Lord.

Appendix: Minor Oni Lords of the Black Else

These powerful oni-lords are effectively demi-gods (while the most powerful are minor dieities), not as powerful as the true masters of the Black Else, but still forces to be feared. The men of the Tatakama do not worship such beings, do not placate them, and few even know their names. There is a superstitious dread of these beings, a quite justified terror of even speaking the name of an *oni* lord.

Ashiaraiyashiki
Chaotic Evil Demi-God

Ashiaraiyashiki is a gigantic Ironclub monster, standing fully twenty feet tall and weighing more than a bull elephant. This sadistic behemoth is as cruel as he is lazy. He often appears in the Tatakama to seize some remote onsen, forcing mortals to bathe him or act out his cruel sexual fantasies before crushing them to death with his great adamantine *tetsubo*, Mountain Spine.

Daidarabocchi, Lord of Earthquakes
Chaotic Evil Minor God

Minor Oni Lord	Alignment	Domains (subdomains)	Favored Weapon	Portfolio
Ashiaraiyashiki	CE	Destruction (rage), Strength (ferocity)	Tetsubo	Rape, pillage, and violence, Iron Club Oni
Daidarabocchi	CE	Destruction (catastrophe), Luck (curse), Water (oceans)	Warhammer	Earthquakes, tsunami, Namazu
Gashadokuro	LE	Death (undead), War (tactics)	Katana	Military commanders, warfare, undeath
Itsumaden	N	Air (wind), Animal (feather), Destruction (catastrophe)	Great Flail	Storms, predatory birds, revolution and destruction of nations
Momonjii	LE	Evil (devil), Repose (ancestors) Trickery (thievery)	Dagger	The elderly, fear of death, selfishness
Nue the Formless	CN	Chaos (protean), Charm (lust), Darkness (night)	Net	Nightmares, infidelity, lust, doubt, hybrid creatures
Nurarihyon	LE	Evil (devil), Trickery (deception), War (blood)	Katana	Warfare, murder, betrayal
Yamata-no-Orochi	CE	Destruction (both), Evil (demon), Strength (ferocity)	Katana	Destruction of the entire multiverse.

Daidarabocchi was once a true god in the Earth-realm, but he was exiled into the darkness beyond the stars for his unceasing hostility towards human life. Eventually, Daidarabocchi found his way into the seas of the Black Else. This serpentine, piscian horror is responsible for great quakes that level cities and kill thousands, and is the patron of the destructive Namazu race *(Furosna IV: Fur of the Yokai, Otherverse Games, 2012).*

Gashadokuro, Master of the Unburied Dead
Lawful Evil Minor God

Gashadokuro is the war-general of the Black Else. He plots, and schemes and designs unbreakable tactical formations that assure victory, but only at the cost of millions of mortal lives. The emotionless, skeletal samurai is attended by an entire army of bone knights and skeletal archers, and considers all unburied dead to be soldiers in the Black Else's endless legions.

Itsumaden
Neutral Demi-God

Itsumaden is a goliath vulture whose lice-flecked black wings span the horizon. It typically soars over the Black Else, snatching up gigantic devil-whales for its meal. Occasionally though, the Itsumaden appears in the Tatakama, where it devours corrupt nobility and makes a stinking nest of their ruined palaces.

Momonjii
Lawful Evil Demi-God

Momonjii is the spirit of death; he appears to all mortals several times as they age, appearing at 'every fork upon life's road.' He urges the old and the sick to cling to life at all costs, selfishly stealing from the young to prolong their own miserable existences. He taught mortal sorcerers many forms of life-theft, and across the dimensional border, he is the patron of Black Japan's *Amakaze.* This selfish, cunning trickster is a favorite catspaw of the Ubume Empress.

Nue the Formless
Chaotic Neutral Minor Goddess

Nue is a formless demon of evershifting forms, who appears in nightmares as a hybrid of a thousand different beasts. She plagues leaders with doubt and self-loathing, and sends dark dreams to ruin the course of nations. She loves nothing better than tempting heroes and ruining friendships with lust stoked with disrurbing wet-dreams.

Nurarihyon, Supreme Commander of the Yokai
Lawful Evil Minor God

Nurarihyon is a disloyal but talented commander in the Black Else's armies. He dresses in black samurari armor, but in his heart, is as scheming and dishonorable as any Yakuza. He uses his vast gang of yokai, demons and twisted mortals to carry out Amanojaku and Gashadokuro's orders, but always in ways that increase his own personal power and influence.

Yamata-no-Orochi
Chaotic Evil Intermediate God

Yamata-no-Orochi is the eight headed hydra god of primal Japan. Once, Susano-Wo (before he became Tatehaya) claimed he killed the great beast, but he lied, as he always does. Instead, Tatehaya chained Yamata-no-Orochi to the base of the Great Universal Tree, where it gnaws continually at the roots of reality. Tatehaya uses Yamata-no-Orochi as his ulitmate threat and weapon- a god-killing WMD that he will only ever unchain if all his great schems go awry. What Tatehaya does not know is that Amanojaku has his own keys to the locks restraining Yamata-no-Orochi, and may unleash the Cosmic Hydra at any time, for any reason, or no reason at all….

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